

Everything you need to know about the ARMS ability

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Everything you need to know about the ARMS ability

by [AxolKat42](#)

Summary

Posted by Spray-On Neon on June 27th 2120:

Hey guys, it's Spray-On Neon! I've been seeing that some of you guys have been wondering what the ARMS ability and ARMS League are, since the most recent Grand Prix has wrapped up in a rather shocking turn of events. So I thought it would make sense to make these long ass posts to explain as much as I can.

[Basically I try to explain a heavily headcanoned version of the ARMS lore meant for my AU ARMS: The Sky Arena Incident. While it's not required, I recommend that you read this along side ARMS: TSAI. Also, this fanfic was inspired by Blueberry_Muffin_Massacre's BRC fanfic "Cyberheads: Their Models and Histories". Go check out their fanfic and send them some support.]

What's the ARMS Ability?

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The ARMS ability (or Augmented Reach Mutation Syndrome) is this neat ability that allows your arms to extend like slinkys. I would know, because I have it!

The chance of getting ARMS ability is completely random and apparently only 1 in 100,000 people get the ability. When someone gets the ability it occurs in their sleep and they discover their ability when waking up. Its also worth pointing out that some people who get the ability don't remember anything before getting the ability. They just wake up with amnesia but the get some cool extendo arms to compensate for it. This event is referred to as an awakening.

When you get the ARMS ability, you likely won't be able to control your ARMS. They would just sorta go haywire and flip flop between being normal and being limp noodles. Luckily, the ARMS League have been providing people with special masks exist meant to help people to control their ARMS. We currently don't know how this works or why people's ARMS will go limp without the masks.

You've likely noticed how the ARMS of some people with the ability seem to be made out of things like food or art supplies or something like that. This is actually quite normal for people who have the ability. Apparently this has something to do with something deeply tied to you, or something that was nearby when your awakening hit. The former option usually happens to people later in life, as that's when your personality starts to develop and you start having opinions on things. But until that point their ARMS are just made of their flesh.

The likely age of one getting the ability is somewhere in their teens though anyone up to the age of 84 can get the ability. There are even cases of people being born with the ability though it is pretty damn rare, hell, I think there was no more than maybe a couple thousand documented cases of this happening. There's also currently only one fighter with the ability though, and it's none other than my favorite fighter, Kid Cobra.

Twintelle is also an interesting case. For some unknown reason that not even she knows, Twintelle has the ARMS Ability in her hair. I honestly need to know how that works and what kind of hair routine she has, because there is no way in hell that it would be easy!

The ability isn't just restricted to humans though. I've even seen a couple animals and even trees with the ability! It's pretty fuckin' nuts! They've even been findin' ways to incorporate it into technology. Considering what happened this previous month, I think we've gotten pretty far in that field. A bit too far if you ask me...

Along with obviously being visible through one's arms, looking at the eyes of one with the ability can reveal a sort of a spiral in their eyes. Currently it's unknown as to why the eyes of one with the ability spiral, but it does contribute to figuring out who has the ability naturally or artificially.

Now why would we need to tell who got the ability naturally or artificially? Well, some folks in the ARMS League didn't get the ability naturally. The folks who got the ability naturally are referred to as First Generation Fighters while the ones who got it artificially are Second Generation Fighters. The people with the spiral in their eyes are First Gen Fighters, which means they got hit with the awakening, as I've dubbed it. As for the folks who got the ability artificially (the second generation fighters) they either built a mech suit to fight, or they were robots built with the ability.

Anyway, I think I caught you up to speed with what the ARMS ability. Right now you're probably asking about the origins of the ability. But first we need to go over something just as important.

The Founding of Armsopolis

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Armsopolis is an island found somewhere in the middle of the Atlantic Ocean. I'd say roughly 200 years ago, a couple weeks after the events of World War 2, many feared what would happen after the atomic bombs were dropped. We didn't know at the time what the lasting affects of radiation would be like so we rightfully thought that the end of the world would happen. Due to these fears, many people hopped on boats and traveled the seas to find untouched land to avoid what could happen.

Eventually all the people would find themselves on a seemingly abandoned patch of land in the middle of the ocean. How did no one discover it for the past 1800 or so years? I have no idea. From what I've heard, the island just appeared out of thin air. That can probably explain why it's only started showing showing up on maps in the past 100 years.

Anyway, everyone who traveled there would naturally run into each other and realize "hey we should work together to establish civilization!" That's why Armsopolis has so many cultures incorporated into it. Some of you may have noticed it, but Armsopolis is kind of like a fusion of several different nationalities all at once. One minute you'll be in a city that looks like New York City, and then the next you'll be at a ninja college that looks like it was ripped straight out of Japan.

During their time exploring the island, they would uncover an ancient civilization of people known as the Misangans. Originally they saw each other as threats, but after learning about what was going on outside the island and that they meant no harm, they would start working together to advance the island to be a bit more modern. Or as modern as it can get when they didn't have much and it was still the mid 1940s.

Now, I plan on covering the Misangans later on, because believe me when I say there is so much to know about them that I have to save it for it's own entry. We still gotta focus on the origins of the ARMS Ability.

Origins of the ARMS Ability and the ARMS Ministry

Origins of the ability and the ARMS Ministry

Now the origins of the ARMS ability itself is not well known, in fact we're still trying to figure that out to this day. Many theories claim that this was through a plethora of things like ancestry, mutation, or even aliens. Many attempts made by historians to learn the origin end failure. Rumor on the street is that anyone finds out where the ability came from, they're taken away by a creature, and if they ever return they're never the same. That's probably just some fake story a kid made up to scare their friends though.

When the ability originated is undetermined, but many believe it could have dated back 4000 years. Back then we didn't know how to control our ARMS and they would just flip flop between being usable and unusable. This flaw alone was the reason that ARMS fighting didn't exist yet, it was just to uncontrollable. Some people were even harassed for having the ability, and we still have to deal with that crap to this day!

Thankfully around 100 years ago, an organization called the ARMS Ministry would be founded and would start working on finding ways to control the ARMS ability. The Ministry was founded by three dudes who ventured out onto the island after hearing rumors that the island held the answers to the ability. I don't remember their names but I remember one of them eventually had a granddaughter with one hell of an IQ!

When they arrived on the island, they were almost immediately found and captured by the Misangans. But something interesting happened. When they noticed that two of them had the ARMS ability, they took them to someone else. We don't know what happened, but this encounter would end with them finding out how they could control their ARMS. They would soon start to develop masks that integrated this technology and start giving them away to people with the ability.

After the masks were created, one of the three guys with the ability decided to throw a punch with their ARMS. It then got them thinking "what if we made a sport with this kind of technology?" And so, the sport we now know as ARMS was born! This would lead the Ministry to be divided into two groups. These groups would be the ARMS League and the ARMS Labs. The League is in charge of organizing fights, while the Labs would be in charge of research and making the masks.

Son of one of the three founders would be the reigning champion of the ARMS League, known only as "The Commish". For a while he would stay as the champion. That was until his untimely death in 2085 from a heart attack. In an attempt to find someone to take his place, the ARMS League held an impromptu tournament to find a new champion. Among the many fighters was a previously unknown underdog who went under the title "The Bouncer", though you likely know him by the more common name of Spring Man. He took on everyone in the league and won, gaining him the title of the new champion.

"But wait!" I hear you ask. "Wasn't it Max Brass who became the reigning champion of the ARMS League?"

Well it still was Max Brass, but that was back when he went under a different name. That leads us to...

Spring Man and the Spring Gym

Spring Man and the Spring Gym

First making his way onto the scene in 2083, Spring Man slowly became an Icon to many with the ARMS Ability. Eventually after getting the champion belt, he would rebrand himself to a much more well known title, becoming none other than the Commish, Max Brass. Fans however still looked up to the title of Spring Man. Because of this, the Spring Gym would be established to keep the name alive.

A month before Generation 2 had begun, an estimated 600 people with the ARMS Ability joined with the goal of becoming the next Spring Man. Over the course of this month, they would all be put through some of the most gruelling challenges to see if any of them had what it took to hold the title.

The one who would come walking away with the title was a man known as William Springs. I'm unsure why that's his last name but I'm not here to judge. Along with being the second person to ever hold the title of Spring Man, he's also rumored to be a decedent of one of the founders of Armsopolis. Likely has something to do with his beard. He would hold the title from 2090 to 2105, where a particular incident would force him to retire. Nowadays he's the head coach for a random high school in Armsopolis.

In present day, our current Spring Man for Generation 3 is Austin Springs. Like the previous holder, he climbed through the ranks of the Spring Gym in under a month. Not really sure if I'm fit to judge him since we're not even a full year into Generation 3, though I have a feeling he's gonna go pretty damn far.

Surprisingly despite being around for roughly thirty-five or so years, the Spring Gym hasn't ever won a single champion belt. You'd think that a gym with such strong connections to multiple high ranking fighters that maybe they'd have at least one but they don't. The current Spring Man even stated in an interview that he doesn't plan on retiring until at least one champion belt is hung on the wall of the Spring Gym. And hell if he wasn't close during the first Grand Prix we've had so far. Maybe if that Sky Arena Incident didn't happen maybe he would've been successful... Now that I re-read that part, it sounds like he died. Don't worry he didn't die, it's just that there were some *complications* with trying to get the belt after the incident.

Generation 2 Aka The Silver Era

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Currently the second most influential era of the ARMS League, Generation 2 led to some of the greatest advancements in ARMS fighting. Along with being the generation the Spring Gym was established, this was also when ARMS fights started to blow up in popularity. This was partially because of the invention of Switch Wrists.

You know how everyone in the league has ARMS with different elements? Those were created by Max Brass himself, believing that they could raise the stakes more in ARMS fights. The idea was a hit among fans, but a major problem arose during the testing phase. Trying to change between the new weapons (known simply as ARMS) took a long time, often leading to long wait times between matches. For a while hope in the idea of elemental ARMS seemed lost.

That was until an up-in-coming scientist in the Ministry known as Tesla Coyle proposed the idea of creating bracelets that could switch through ARMS at the press of a button. This was just the breakthrough the Ministry needed. Once enough tests were pulled off, Switch Wrists were swiftly put into production and were handed out to competitors in the League. Surprisingly, the invention of Switch Wrists would not only lead to much more interesting fights, but would also lead to Max and Tesla becoming a couple. Tesla was the brains and Max was the brawn.

Due to business reasons however, the ARMS Ministry were separated into two different groups. Research into the ARMS ability and production of masks and Switch Wrists were left in charge to the ARMS Labs. Meanwhile Tournament organization and fighter development were left in the hands of the ARMS League. Despite the split coming out of nowhere, it led to the two factions getting a lot more work done than they previously had. The Labs even started to create bottles of juice that would help restore fighter's energy and rush gauges during fights.

Surely with everything running even better than it did before this could mean only more good stuff will come, right? Well that would be what I'm typing if I were a pathological liar. But before we get there, I should probably elaborate on something I mentioned a while ago.

Discrimination towards the ability

Chapter Notes

This is where that "in-universe discrimination" tag comes into play. Also, this headcanon was inspired by a headcanon my friend Crossfire came up with in a discord server we're in. It built off of an old version of ARMS: TSAI I wrote back when I was 13-15. Tangent but I cringe whenever I re-read the old version of TSAI, young me's writing was god awful.

Discrimination towards the ability

Like I mentioned a couple entries ago, discrimination towards people with the ARMS ability isn't unheard of. Nowadays though, most people see the ARMS ability as a gift. But how did this happen?

For a long time people with the ability were still viewed as normal people. Sure they didn't have control of their ARMS most times, but they were still seen as fairly chill people. And then the rumors about Coilconstrictors started popping up.

Coilconstrictors were a supposed species of cryptids with the ARMS Ability that would hunt small animals and even humans. They'd use their ARMS to trap their pray to suffocate and then eat them. Rumors claim that these cryptids would take on the appearance of people in order to deceive their pray.

I don't know where these rumors came from, but they were able to convince a lot of people that the ARMS ability was a threat. This would lead to rampant discrimination towards those with the ability. There were even a shocking amount of PSAs and survival guides made that have since been banned for their discriminatory nature. I still low-key wanna see what they were like though, seeing as how they still played a part in ARMS history. Some people even thought it would be a good idea to kill people with the ability, though instances of this were shockingly rare. If I were to hazard a guess as to why the murders were so low, it was because this was several years before we learned how to control the ability, and they thought we weren't that big of a threat because of it.

As time went on however and we found out how to control our ARMS, people started collectively realizing that "hey discriminating people with slinky arms is bad". So a lot of people stopped being bigots and laws were put into place to prevent these cases of discrimination. Nowadays we've moved past it and we just view Coilconstrictors as a dumb story that led to a lot of even stupider stuff. Though after the Sky Arena Incident, I have a bad feeling these cases of discrimination are gonna start cropping up again.

Not so fun fact: The term Constrictor (the short version of the word Coilconstrictor), is used as slur for people with the ARMS ability soo yikes.

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